
Subject: [Request] Nascar Theme
Posted by [liquidv2](#) on Fri, 04 Sep 2009 07:19:17 GMT
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i was joking around with a guy from texas and said there should be a nascar theme for renegade so he could have more fun playing, but then i actually thought about it and that might look pretty cool

a harv with racing stripes, tanks with car numbers and stuff, characters looking like guys from a pit crew or just redneck hillbillies
the black hand guys on nod already sort of look like a pit crew so it might be easy

if anyone could at least make a nascar humvee or harvester it would be awesome and i would use it even though i don't have the slightest interest in cars making left turns for 8 hours

Subject: Re: [Request] Nascar Theme
Posted by [anant](#) on Fri, 04 Sep 2009 07:56:03 GMT
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loooooooooooooooooool. Awesome idea.

Subject: Re: [Request] Nascar Theme
Posted by [ChewML](#) on Fri, 04 Sep 2009 18:43:42 GMT
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Sounds like it would be a cool idea, but the first problem that comes to my mind is... if you put a number or a picture on one side of the vehicle it mirrors backwards onto the other side. I personally don't mind that effect so much, but I remember some other people complaining about it on past skins.

I actually started to make a Red Bull themed hummer skin once, but had trouble with this and other problems with how the DDS wraps around the model.

Subject: Re: [Request] Nascar Theme
Posted by [wubwub](#) on Fri, 04 Sep 2009 18:52:25 GMT
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I started making a nascar MAP complete with the race track and nascars, butscraped it cause i got bored lol

Subject: Re: [Request] Nascar Theme
Posted by [ErroR](#) on Fri, 04 Sep 2009 18:52:59 GMT

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you could replace the gdi logo with a number then

Subject: Re: [Request] Nascar Theme
Posted by [ChewML](#) on Fri, 04 Sep 2009 20:52:12 GMT
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Didn't think of that, but then all the vehicles on the team would be the same.

Subject: Re: [Request] Nascar Theme
Posted by [ErroR](#) on Fri, 04 Sep 2009 21:24:13 GMT
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the number at least

Subject: Re: [Request] Nascar Theme
Posted by [GEORGE ZIMMER](#) on Fri, 04 Sep 2009 21:42:03 GMT
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Too bad Renegade's engine and netcode (mostly the netcode in this situation) sucks, or else a racing map would be pretty cool.

A skin pack is fine too, though.

Subject: Re: [Request] Nascar Theme
Posted by [rcmorr09](#) on Fri, 04 Sep 2009 22:50:10 GMT
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Great idea liquid!

Subject: Re: [Request] Nascar Theme
Posted by [liquidv2](#) on Fri, 04 Sep 2009 22:51:59 GMT
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you could use numbers like 8 and 0 a lot because they look the same backwards

Subject: Re: [Request] Nascar Theme
Posted by [rcmorr09](#) on Fri, 04 Sep 2009 22:53:28 GMT

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88 and 00 are true nascar numbers also... Not that I would know.

Subject: Re: [Request] Nascar Theme
Posted by [liquidv2](#) on Fri, 04 Sep 2009 23:30:06 GMT

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GDI could be 88 and Nod could be 00

that would be fine with me; go go nascar harvesters!

Subject: Re: [Request] Nascar Theme
Posted by [wubwub](#) on Sat, 05 Sep 2009 00:36:58 GMT

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^mutation redux Racing!

Subject: Re: [Request] Nascar Theme
Posted by [IAmFenix](#) on Sat, 19 Sep 2009 15:04:33 GMT

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Chew wrote on Fri, 04 September 2009 15:52: Didn't think of that, but then all the vehicles on the team would be the same.

Sorry for the bump, but I just thought about that.

I could hex the model so that the side logo will be changed, nothing else.

Good idea?
